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LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

EmuMovies

PRINTED IN JAPAN

NES-96-USA

INSTRUCTIONS

Sammy

VICE

PROJECT DOOM™

T)

*THANK YOU FOR SELECTING THE THRILLING "**VICE: PROJECT DOOM**" GAME PAK BY AMERICAN SAMMY CORPORATION.*

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Further more, never attempt to disassemble your game pak.
2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) Pause for 10-15 minutes after 2 hours or more of continuous game playing.

• Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS
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FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM

NINTENDO® AND Nintendo ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

Official
Nintendo
Seal of Quality
®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment Systems®

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

STORY

A small band of alien survivors landed on Earth several centuries ago. In order to survive in this new environment, they produced a neon green gel which provided nourishment.

In an effort to blend into human society, they developed clones. As centuries passed, BEDA Corporation came into being. This was a company which manufactured and distributed electronic and technological equipment, however, behind all this the company was also responsible for the maintenance of the alien race.

The neon gel had a very different effect on humans. It became a substance that was sought after by some of the world's wealthiest abusers. The gel is mass produced by BEDA Corporation for profit, but the side effects proved to be lethal for human users.

Vice officer Quinn Hart, along with his partner Detective Reese, set out on assignment to locate the manufacturers of the mysterious gel. During the investigation, Reese disappears. Since his body has never been found, he is believed dead.

Now, Hart must go alone to uncover the source of the gel and the force behind it. His skills, nerves, and ultimately fate are at stake in this deadly plot for survival.

SCREEN DISPLAY

MAIN PLAY SCREEN

SCORE
Your score will reset after each new game.

STAGE

NO. OF BULLETS
NO. OF GRENADES

MEN REMAINING

TIME
When the clock strikes 000, it's all over.

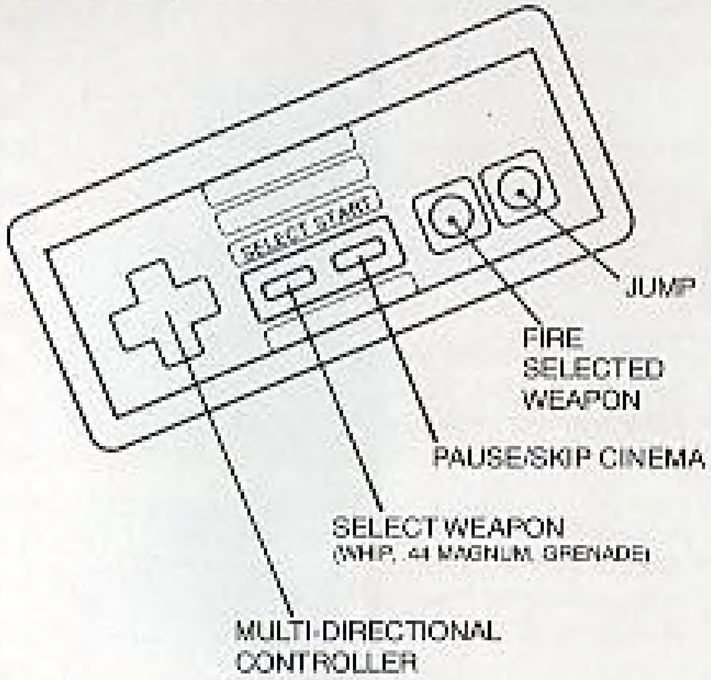
WEAPON INDICATOR

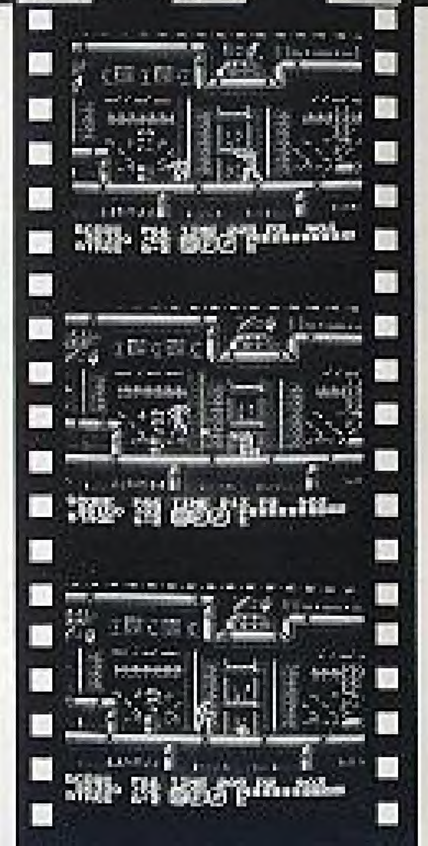
NO. OF COINS
100 Coins = 1 extra man

PLAYER'S LIFELINE

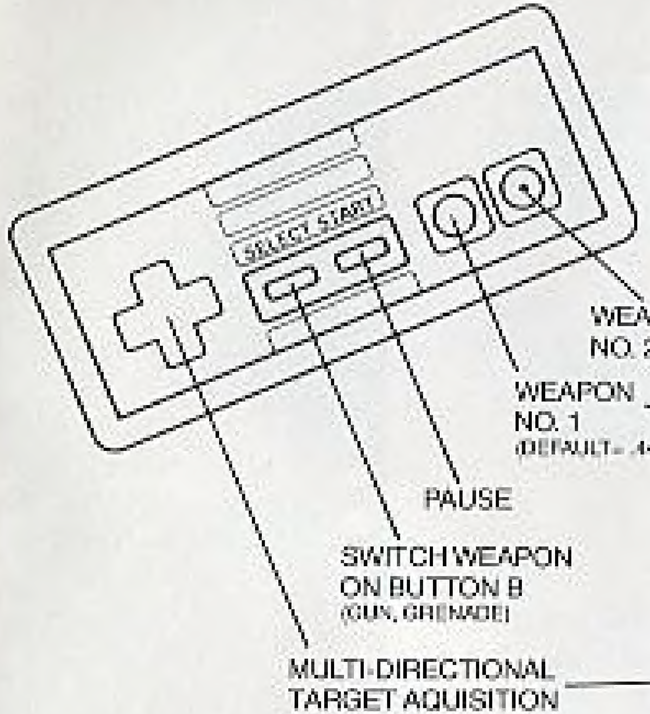
ENEMY LIFELINE

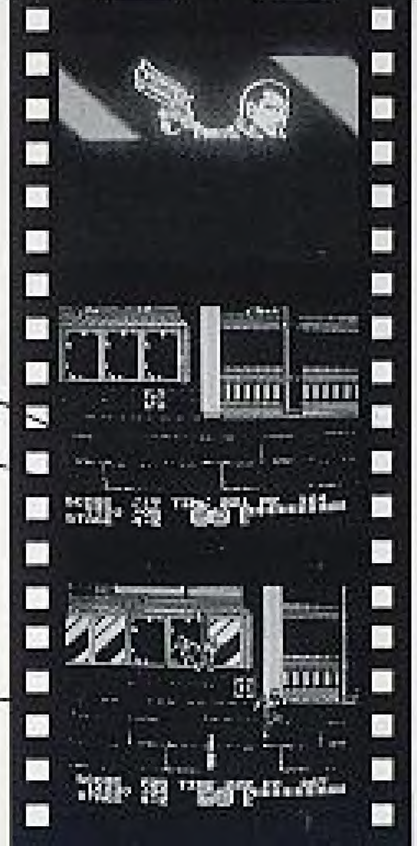
MAIN SCREEN



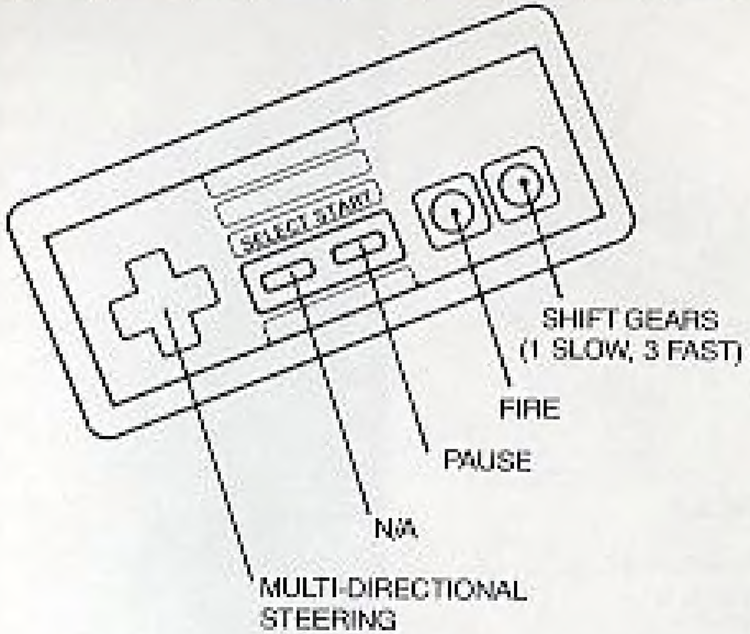


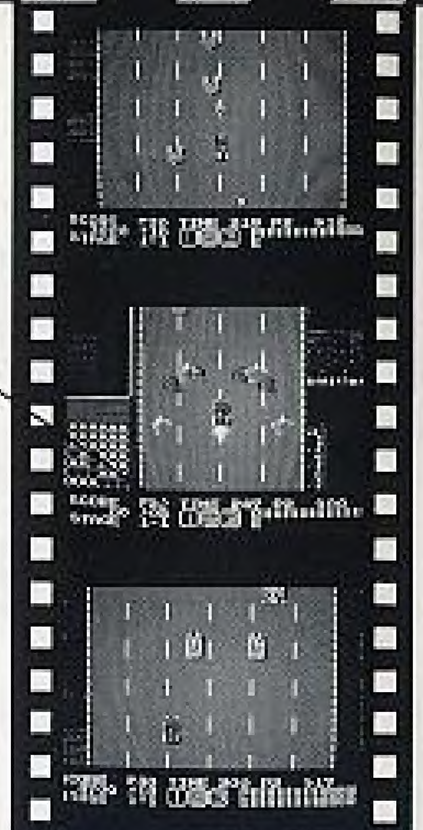
SHOOTING SCREEN



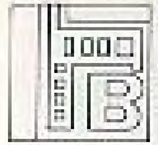


CAR CHASE SCREEN

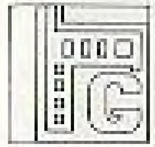




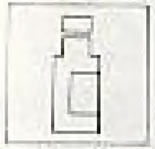
ITEMS



Bullet
Provides 10 extra bullets for your .44 Magnum.



Grenades
Provides 5 extra grenades.



Heal-Aid
Restores 2 units to your lifeline.

Meat
Restores 10 units to your lifeline.

Coin
100 Coins = 1 extra life.

WEAPONS

Laser Whip
Forms an arc of deadly power, good at close range.

.44 Magnum
A sidekick packed with lots of stopping power.

Hand Grenade
A long range destroyer, but keep a close eye on your inventory.

VICE DOSSIER

HART

Vice officer Quinn Hart has been on the force for several years.
He has an uncanny knack for getting out of tight spots; some of the other officers often joke about him being "super-human".

CHRISTY

This vice officer is probably one of the sharpest on the force.
She often works with Hart and Reese to solve tough crimes. Christy is also Hart's latest and longest flame.

SOPHIA

An associate of Christy, Sophia manages to show up in some of the most unusual places. Officers joke at her ability to track anyone, anywhere.

DAMIAN HAWKE

A successful entrepreneur who has managed to productively operate BEDA Corporation since it was handed over to him. He is ruthless, intelligent, and sharp. Personal records on him are sketchy and scattered throughout the world.

B.E.D.A. HARDWARE

Below are descriptions of missing top secret military weapons.Oddly enough, these instruments of war were developed by BEDA Corporation and contracted to various governments.

M5 SCORPION

Developed for the U.S.M.C. by BEDA Corp. Military Division, the M5 was designed to back conventional tanks and infantry. Its GOR navigation system, Pulse-Plasma Cannon, and missiles make it a worthy opponent.

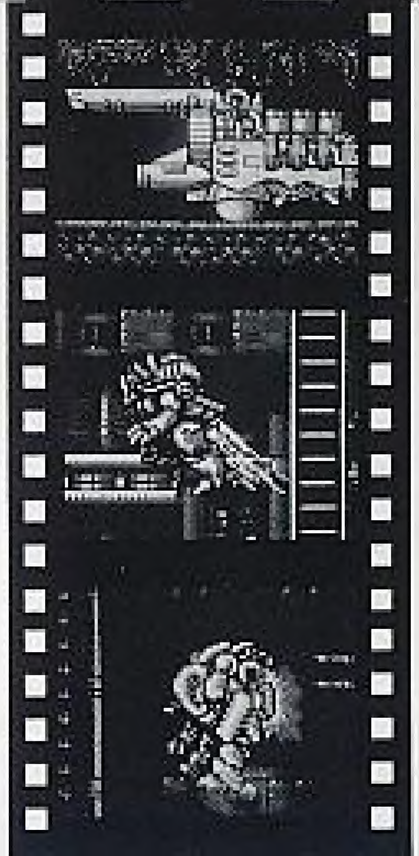
PCU-100 VARDKIN

Designed for the Red Army, the Vardkin personal combat unit was to be used for close range military actions. However, the Soviets declined production because of the hazardous effects of its homing missiles on ground personal.

PCU-110 ROGUE

A prototype of an updated Vardkin, the Rogue was constructed for close range combat using high-temp. weapons. So far, tests suggest that the Rogue's combat ability is far beyond that of its predecessor.

BEDA Corporation is a leader in advanced weaponry. It is rumored that they have developed a personal combat suit which conforms to the body like an armored wet-suit, and launches an odd, biological weapon.



CONTINUE

Even a good cop can get nailed, but it doesn't always a mean 21 gun salute - you have unlimited continuations. After all your men are eliminated, the screen will flash "GAME OVER". Press the Start button, and the game will continue at the beginning of the last stage played.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90 DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that the AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (310) 325-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAK is not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.